

We claim:

- Sub A1
1. A method of rendering a user interface output from an output definition, comprising the steps of:
 - (i) receiving a predefined output definition to be rendered;
 - (ii) parsing said output definition to identify at least one texture expression to be employed in said rendered output;
 - (iii) evaluating each said at least one texture expression in terms of at least one corresponding parameter defined in said output definition to obtain a corresponding texture output; and
 - (iv) rendering said output to output the contents of said definition with said at least one corresponding texture output.
 2. The method of claim 1 wherein said at least one corresponding parameter comprises coordinates for pixels on a rendered display.
 3. The method of claim 2 wherein said coordinates are expressed in absolute terms with respect to said display.
 4. The method of claim 2 wherein said coordinates are expressed in relative terms with respect to the region of said display to which the resulting corresponding texture picture is to be applied.
 5. The method of claim 2 wherein said texture expression produces an image texture and said texture expression comprises a different expression to be evaluated for each color value of a multi-value colorspace.
 6. The method of claim 5 wherein said multi-value colorspace is RGB colorspace.
 7. The method of claim 1 wherein said output definition is an html document.
 8. The method of claim 1 wherein said texture expression produces an audio texture.

- Sub A2
9. The method of claim 8 wherein said at least one corresponding parameter is time-based.
- Sub C1
10. The method of claim 9 wherein said time-based parameter comprises an elapsed time from a user interface event.
- Sub A3
11. The method of claim 8 wherein said at least one corresponding parameter comprises coordinates for pixels on a rendered display.
12. A system to render an output from a predefined output definition including features to be rendered and at least one texture expression to be evaluated and employed in said rendering, comprising:
- an output definition parser to receive said predefined output definition and to determine said features to be rendered and said at least one texture expression;
 - a texture expression evaluation engine to accept said at least one texture expression and corresponding parameters from said output definition parser and to evaluate each said at least one texture expression in view of said corresponding parameters to create a corresponding texture output for each said at least one expression; and
 - an output renderer receiving said features to be rendered from said output definition parser and receiving each said corresponding texture output to render said defined output with each said corresponding texture output.
13. The system as claimed in claim 12 wherein said texture output is a texture image and said corresponding parameters include a definition of an area of a rendered display for which said corresponding texture image is to be applied.
14. The system as claimed in claim 12 wherein said texture output is an audio texture and said corresponding parameters include a time-based parameter.
- Add A1